Fig. 1

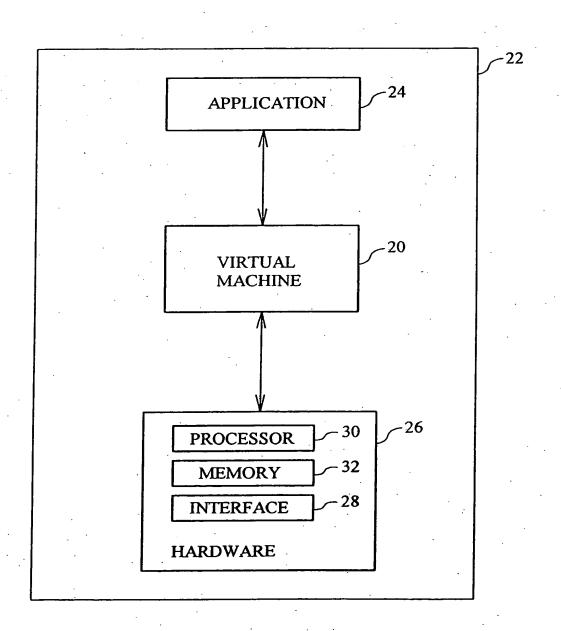


Fig. 1A

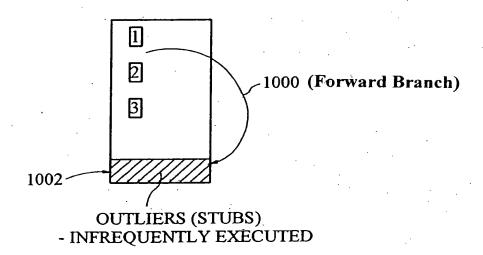
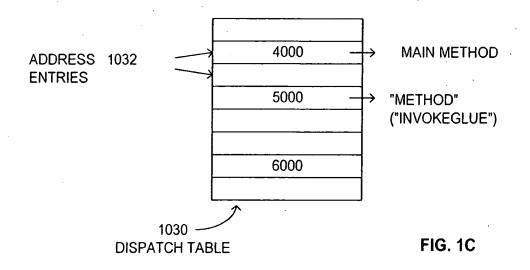


Fig. 1B

	FULL SPEED EXECUTING	COMPILING	PROFILING	]
20 (Invention)	1020			NEW
22 (Prior/Art)	102			OLD
	cs.	10-SE	· <del> </del>	



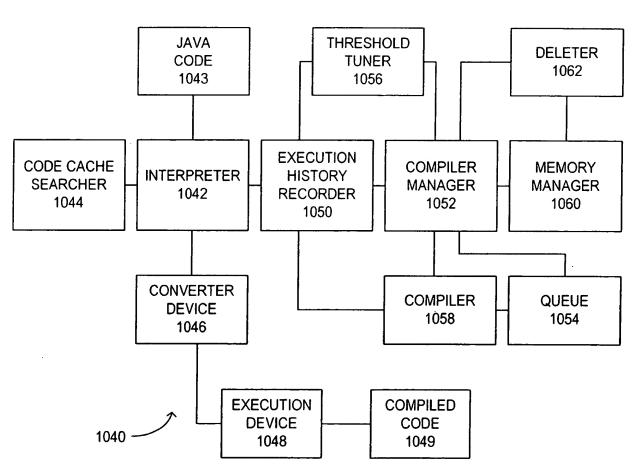


FIG. 1D

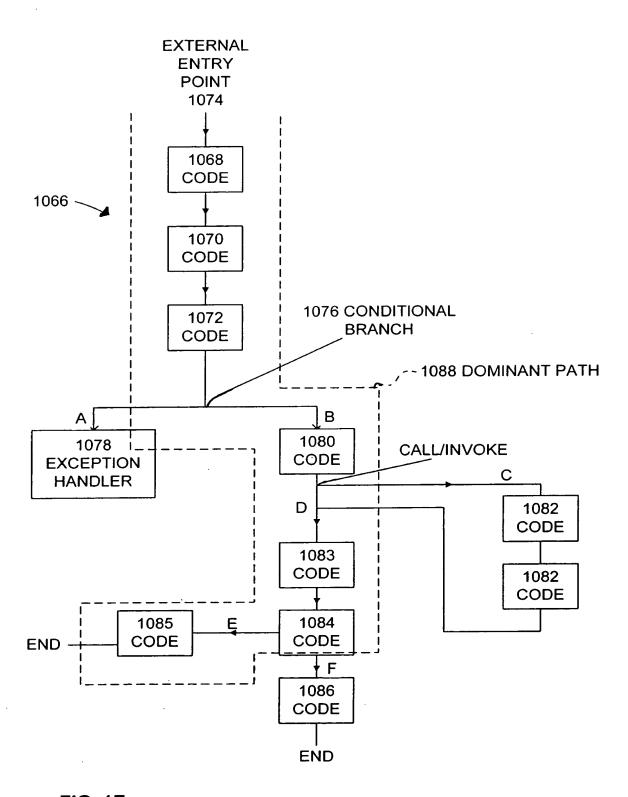
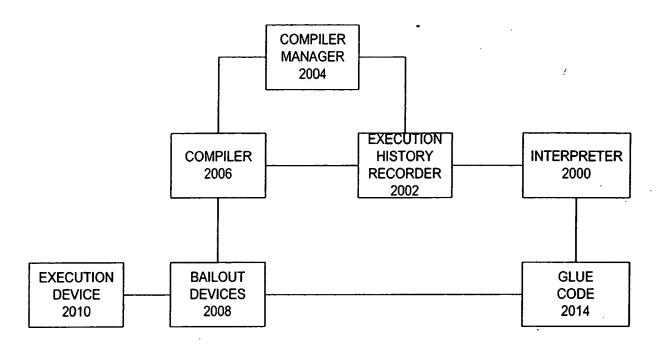
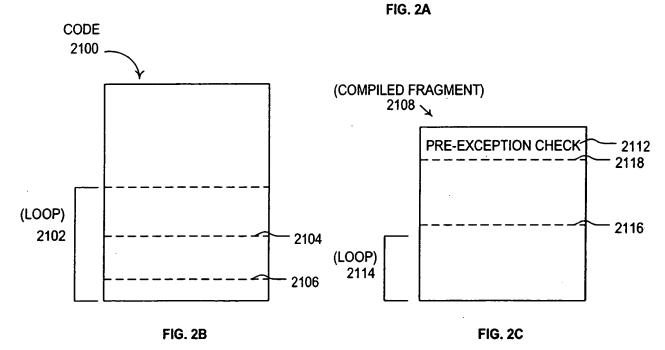
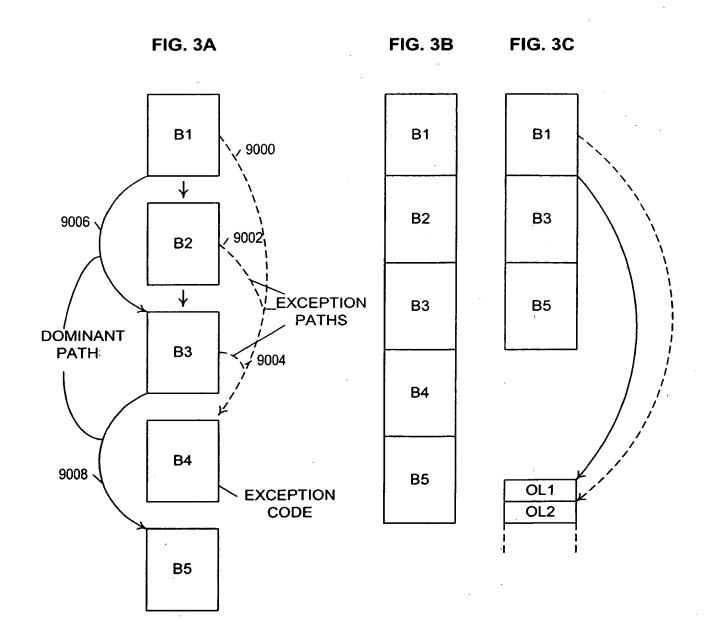
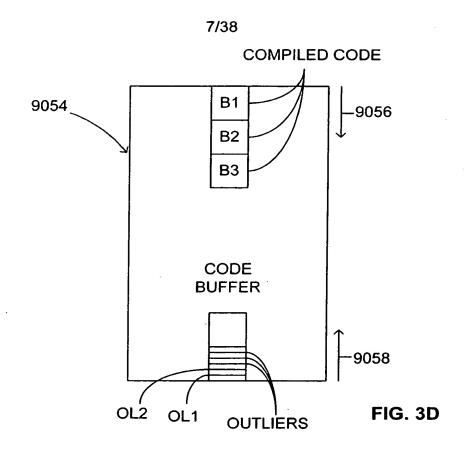


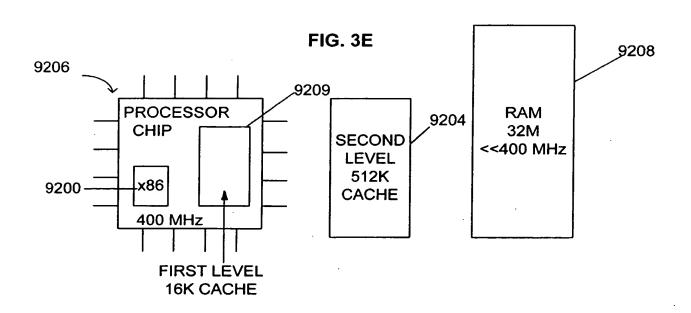
FIG. 1E











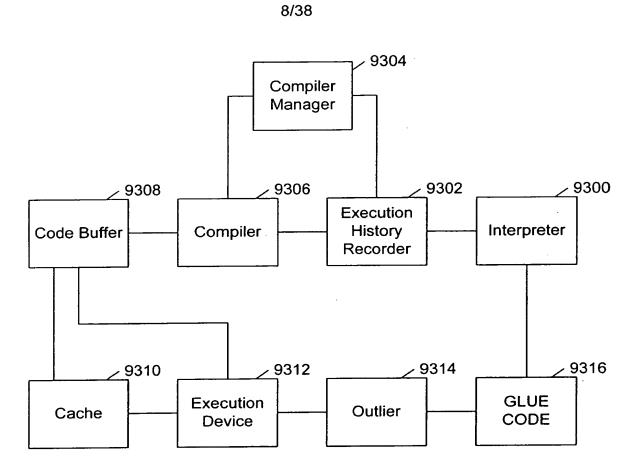
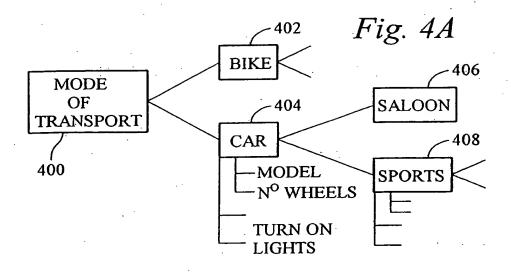
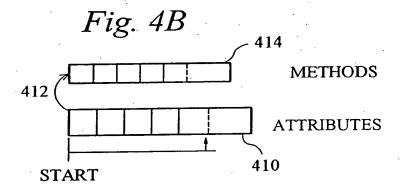
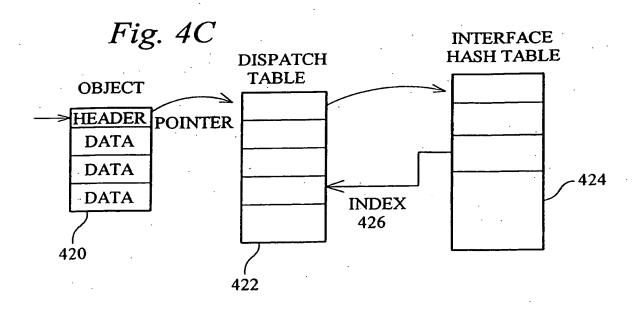
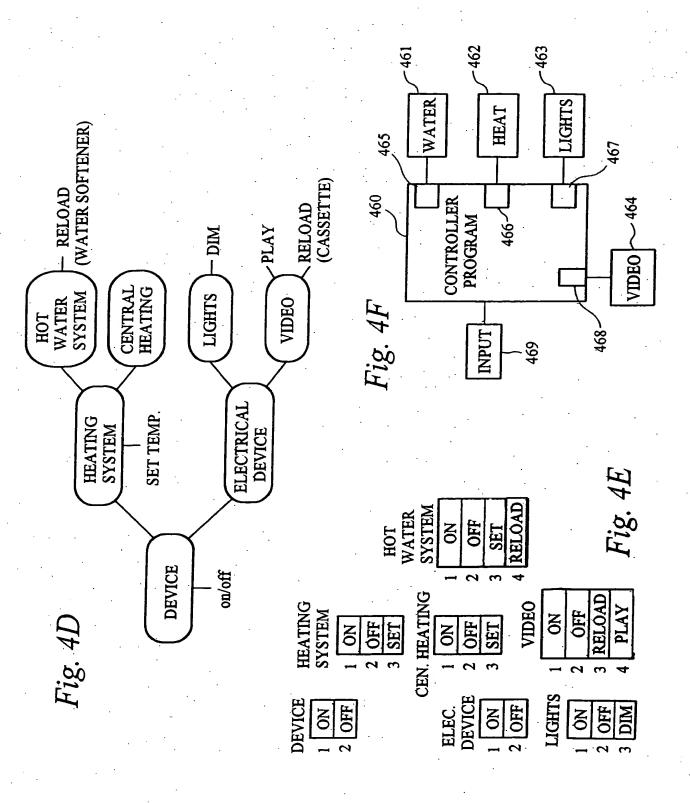


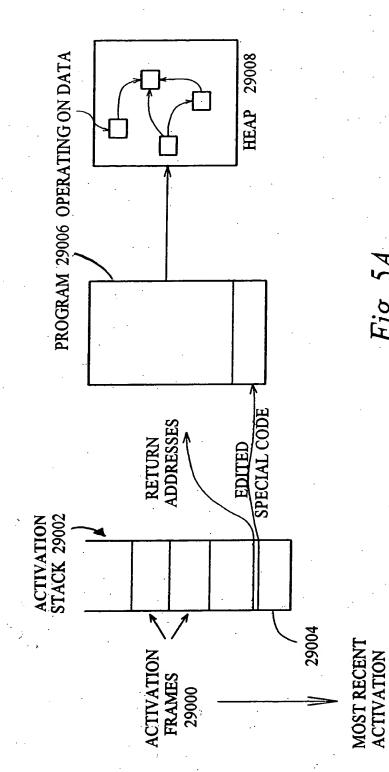
FIG. 3F

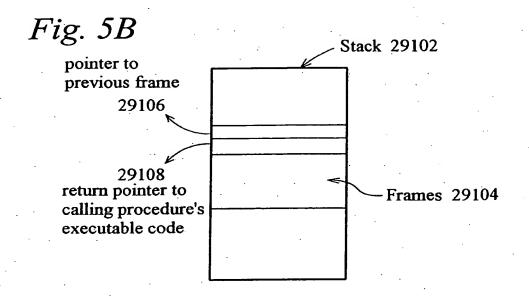


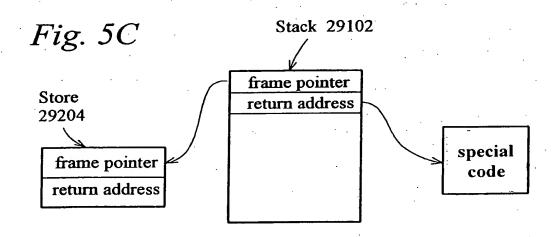


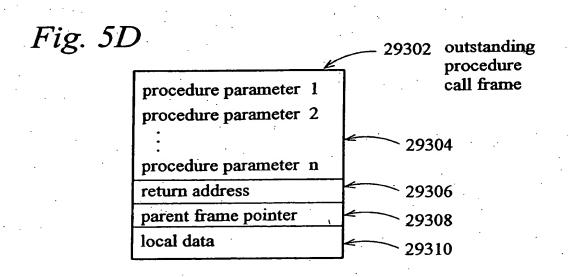


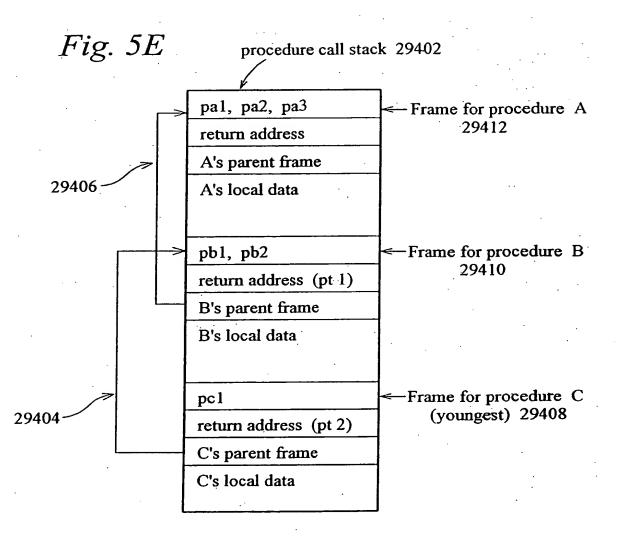












barrier descriptor block 29502

barrier link
original return address
original parent frame
barrier function

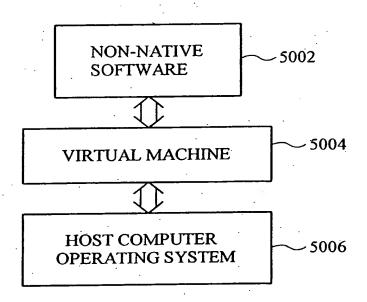
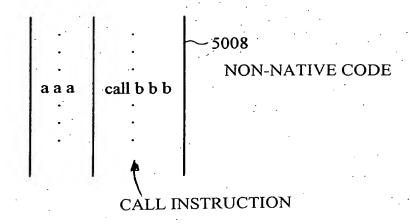
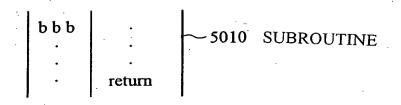


Fig. 6A





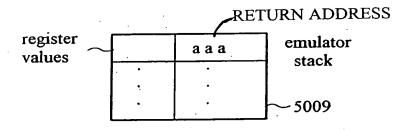
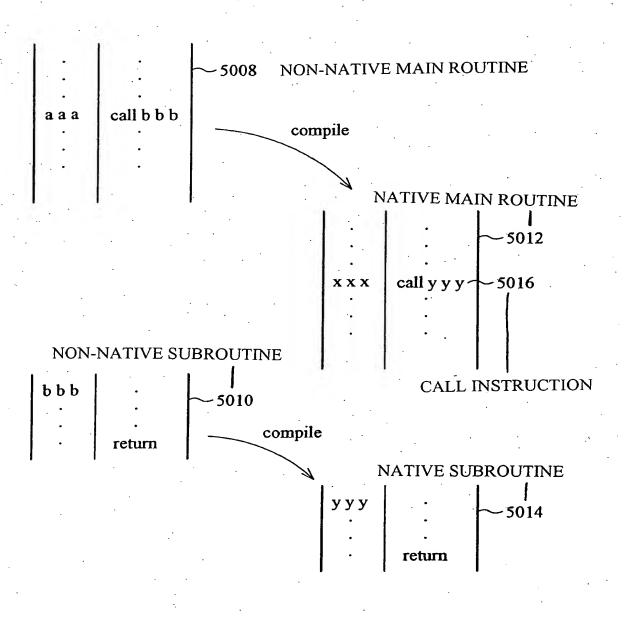


Fig. 6B



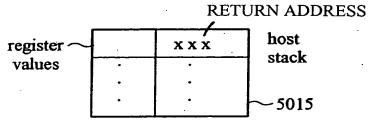
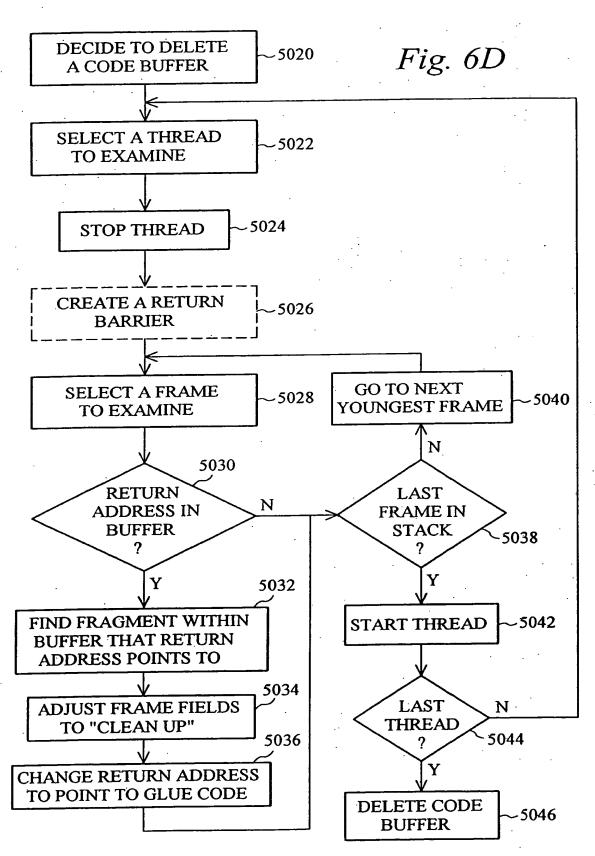


Fig. 6C



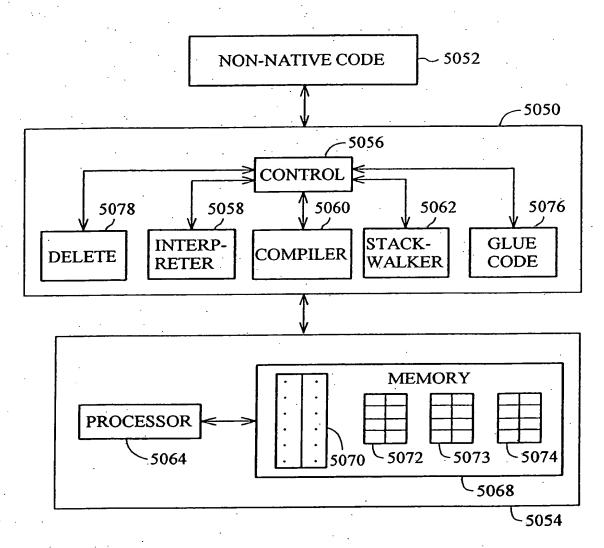
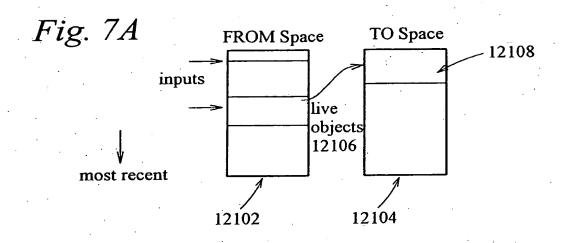


Fig. 6E

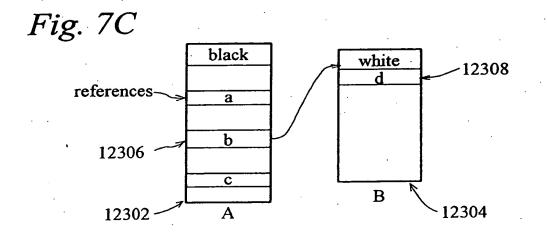


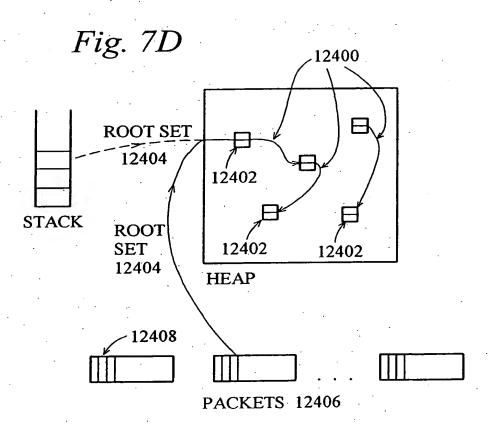
Heap

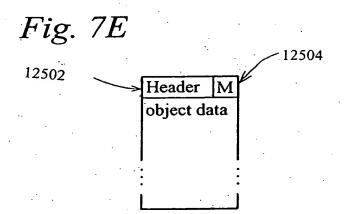
data
structure

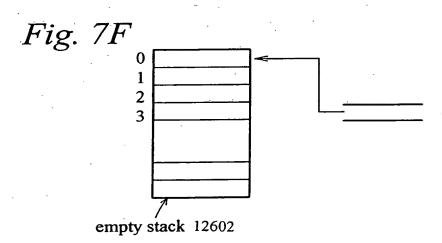
plack/white
12210
routes to other
objects
12212

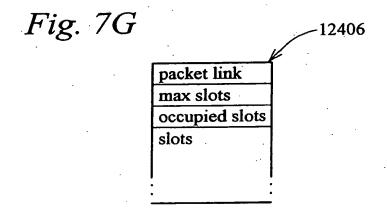
12202
12204

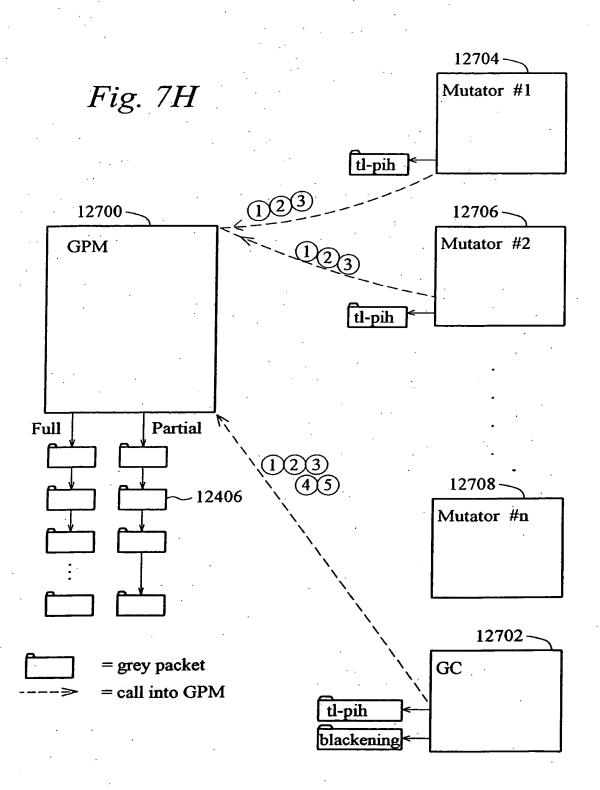


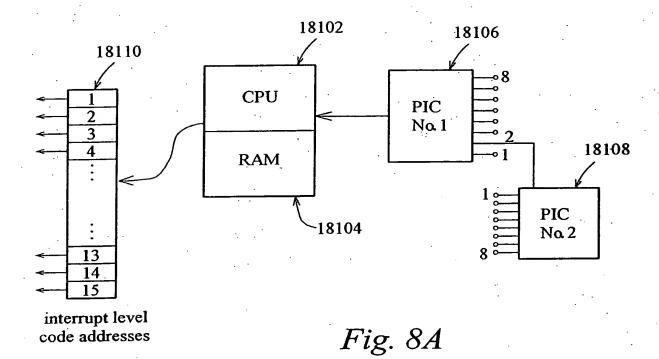






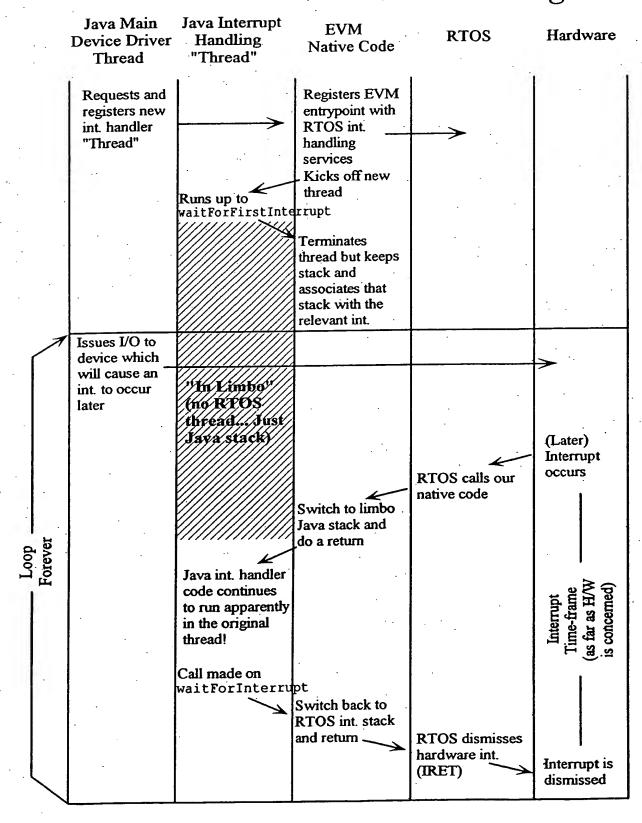






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# Sequence of Events for Various System Components Fig.~8B



### Pseudo-code of a Java Interrupt Handler

```
public void run ()
      // The run method of an example interrupt handling thread
      // Wait for the first interrupt
         (!waitForFirstInterrupt())
             throw new RuntimeException ("Error waiting for 1st interrupt");
      // We are now running at interrupt level!
      while (true)
             // Now handle the interrupt that just occurred (this involves
            // reading a device register)
             byte value = dev.readByte (DEV.DATA_REG);
             if ((value & DEV.GOING_SYNC) != 0)
                   // We enter a sub-loop handling interrupts while in
                   // "synchronous mode"
                   boolean stillSync = true;
                   do
                          // Wait for the next interrupt to occur
                          waitForInterrupt();
                          // Read the hardware data register
                          value = dev.readByte (DEV.DATA_REG);
```

}.

### Fig. 8C-2

#### from Fig. 8C-1

```
// Decide if the value means that we are switching back
              // to "async mode"
              if ( (value & DEV.GOING_ASYNC) = = 0).
                    // Handle "synchronous mode" interrupt here (just
                    // write the device data to non-interrupt code via
                    // the special channel)
                     specialChannel.write (value);
              else
                     // Wait for the next interrupt to occur then return
                     // to the outer "async" loop
                     waitForInterrupt ();
                     stillSync = false;
       while (stillSync)
`}
// Handle "asynchronous mode" interrupts here (just write the
// device data to non-interrupt code via the special channel)
specialChannel.write (value);
waitForInterrupt();
```

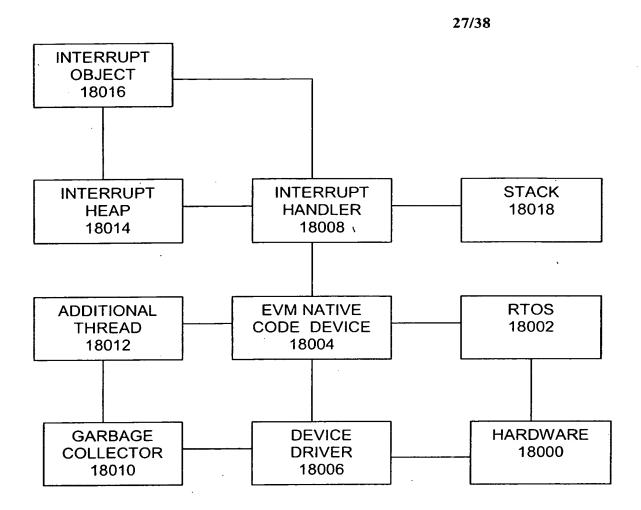
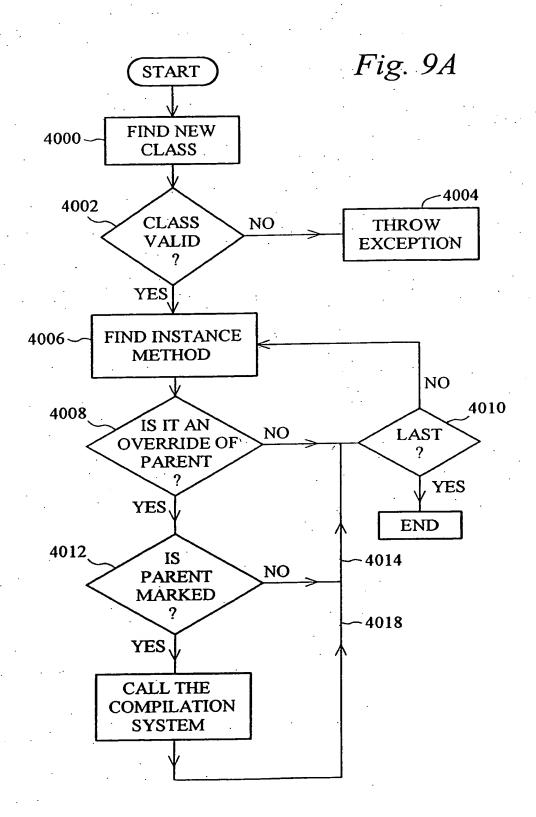
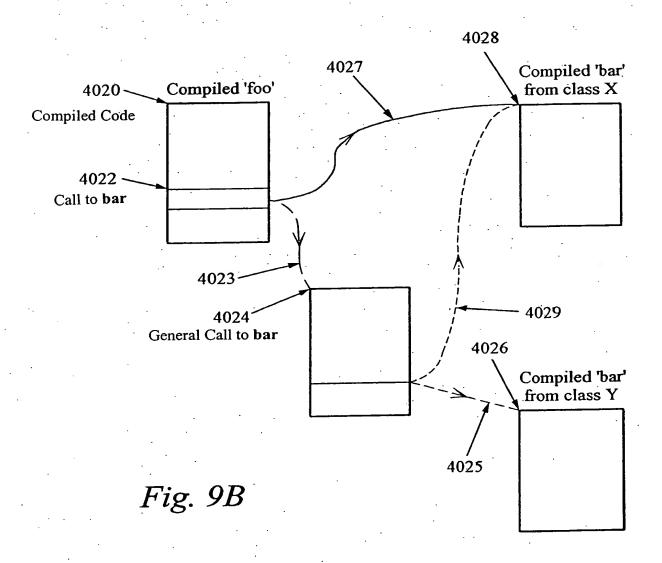


FIG. 8D





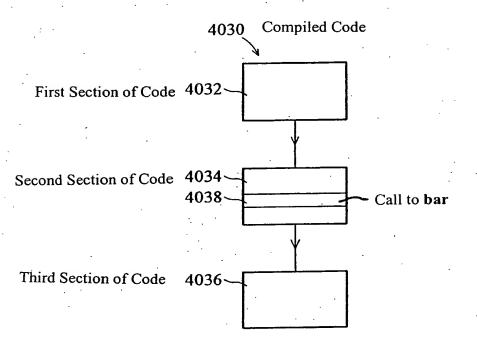


Fig. 9C



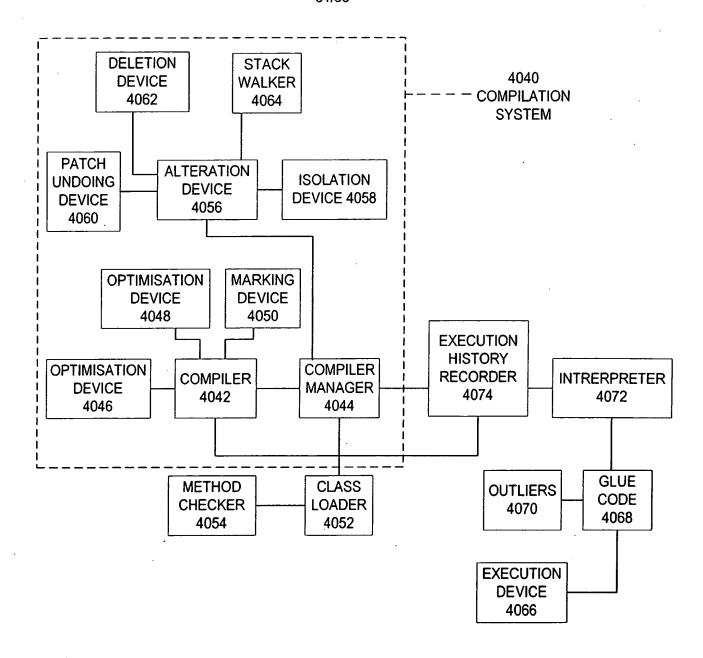
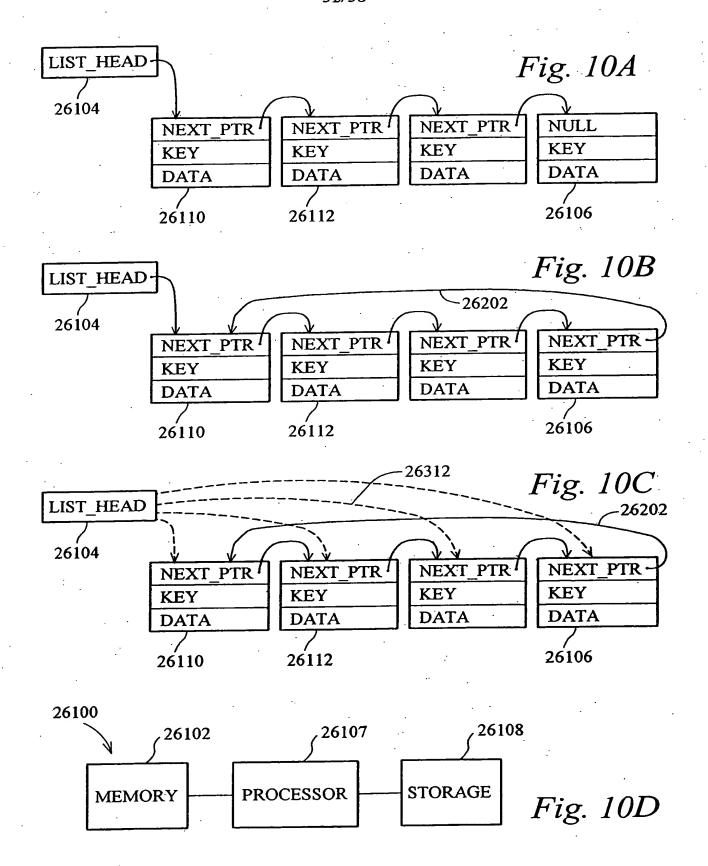
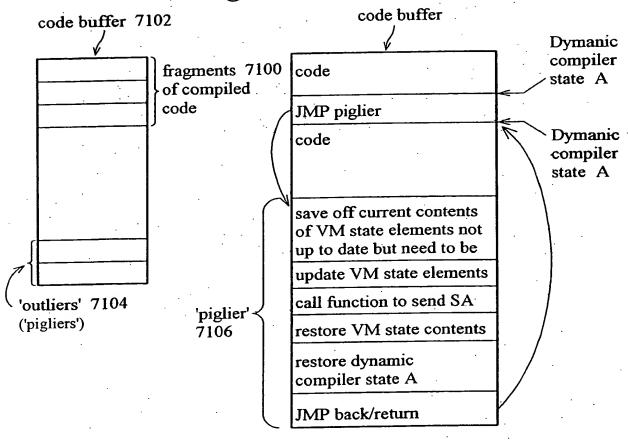


FIG. 9D

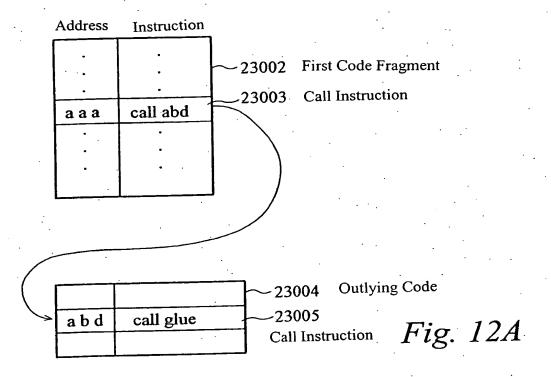


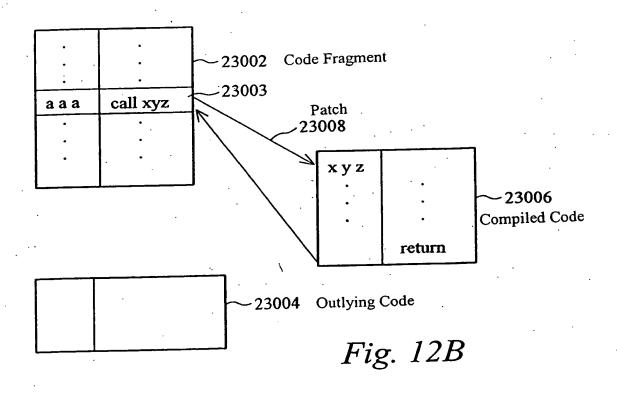
### Fig. 11A

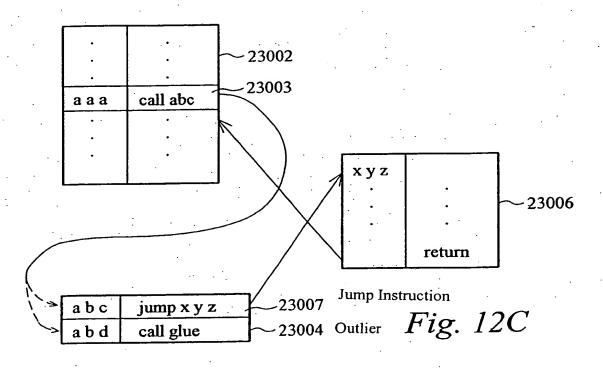


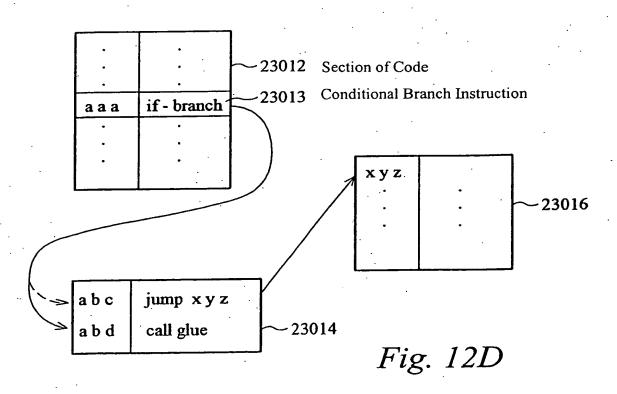
## Fig. 11B

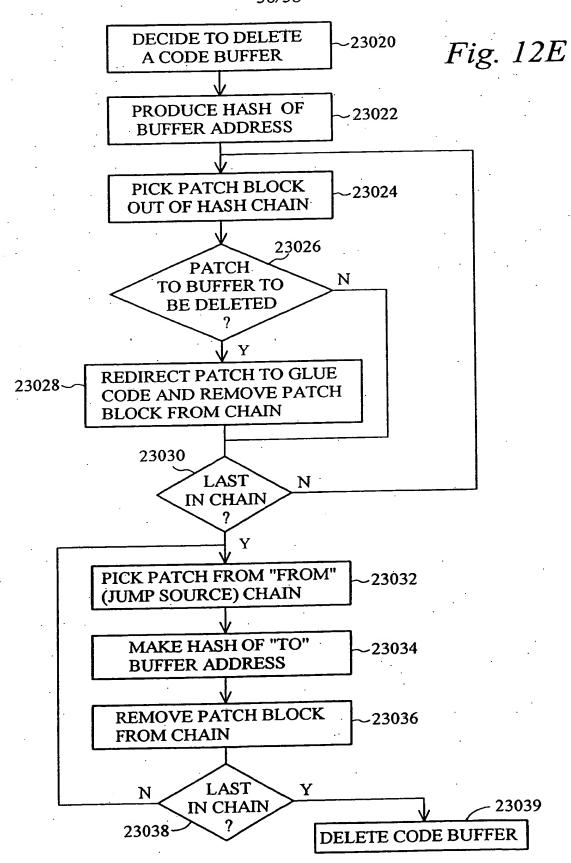
No Pig	ging	rigging		
Frag A  Dynamic  compiler state R—>	code before SP (B)  SP  code after SP (C)	compiler state R ->	code before (B)  IP piglier  code after (C)	











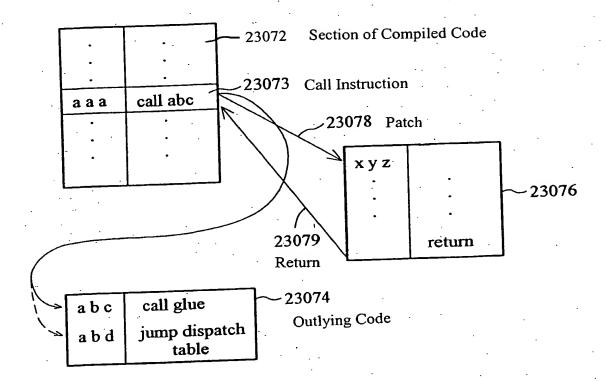


Fig. 12F

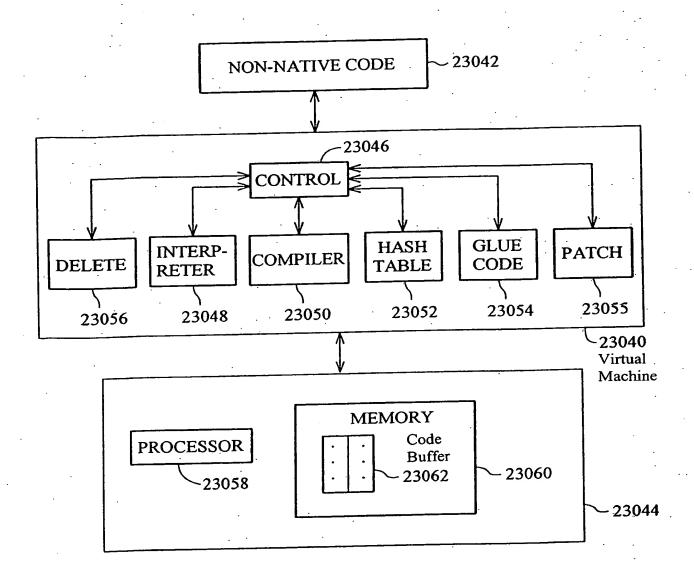


Fig. 12G